SPY KIDS™ 3-D GAME OVER

FESTIVAL READERS

Meet the Spy Kids

INCLUDES 3-D GLASSES AND POSTER

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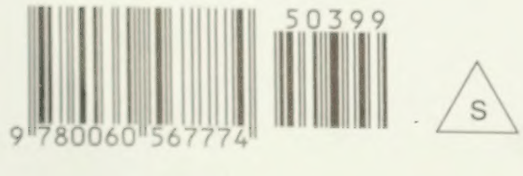

FESTIVAL
READERS

Photography contributed by Rico Torres, Nels Israelson, and Robert Rodriguez
SPY KIDS™ 3-D: Meet the Spy Kids
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First Edition

www.harperchildrens.com
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Meet the Spy Kids

ADAPTED BY KATE EGAN

BASED ON THE SCREENPLAY BY

ROBERT RODRIGUEZ

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We are Carmen and Juni Cortez,

two of the best kid spies in the world!

We are good at keeping secrets.

We are also good at telling stories.

This is the story of our lives as spies so far.

A long time ago,

we were just a couple of normal kids.

Or so we *thought*.

Our parents were famous spies.

But that was a big secret—

especially to us.

Then our parents disappeared!

And that is how we became spy kids.

Suddenly we had our first spy mission.

We had to save our parents!

Mom and Dad had been captured by a bad guy named Floop. Floop wanted something called the Third Brain.

Floop was building an army of robot kids. The Third Brain would make them smart. Then Floop and the robots could take over the world.

There was one big problem.

Our parents didn't have the Third Brain.

Floop would be mad when he found

out they couldn't help him.

He would turn Mom and Dad into

strange creatures called Fooglies . . .

. . . unless we found them first.

We were ready to go undercover!

We flew our spy plane to Floop's castle.

(He was not a king, but he lived like one.)

We had to swim past sleeping sharks!

We had to slip past Thumb-Thumb guards!

At last, we found our way in.

The robots were ready to attack—
even the robots that looked like us!

Luckily, we had some spy gadgets
to help us.
We found our parents just in time.
Then we faced the robots together.
There were four spies in
our family now.

Rescuing our parents was just
the first of our dangerous missions.
The next one took us to a
mysterious island.
A strange inventor lived there.
What was he up to?

Our gadgets couldn't help us.

They wouldn't work on this island.

But good spies are smart.

We figured the inventor was hiding something big.

He was hiding something called the Transmooker!

It could shut down every computer in the world.

Someone had to get it back.

It was a job for spy kids!

So, we took off in a magnetic hovercraft.

We hid out in an underwater cave.

We battled some skeleton pirates.

We finally got to the Transmooker.

Then we made a big mistake.

We turned it on!

For a minute, the whole world stopped.

Luckily, we had one gadget
that still worked.
It was just a rubber band,
but it did the trick.
We saved the day again.
We saved the world again.

Our latest mission was our riskiest yet.
It took us into another world—
inside a computer!

It began when Carmen hacked into a virtual reality game.

She was supposed to shut it down.

Instead, she got stuck inside of it!

OSS called Juni to the rescue!

He put on his 3-D glasses.

With help from some new friends,

he fought through four levels of the game.

We spy kids shut it down together.

But that was not the end.

Some robots had escaped from the computer!

We had to find them in real life—before they destroyed our city.

People in the real world couldn't see the robots.

But our 3-D glasses helped us find them.

Our family helped us find them, too!

Once again, the world was safe—
thanks to the Cortezes!

We love being spy kids!

We are always busy.

We are never bored.

And we never know what

will happen next!

SPY KIDS
3-D
GAME OVER

A NOTE TO PARENTS

Welcome to the world of Festival Readers!

These inviting, kids'-choice readers were created to help develop and nurture a love of reading that will last a lifetime. Festival Readers feature the characters that children love best; stories are told in brief, lively text and are complemented by illustrations to support every child's reading success.

We hope you and your child enjoy the pleasure this story brings, and that your child's world will be enriched by the adventure of reading. Here are a few tips you may find helpful:

- Find a comfortable setting in which to read together. You might create a "reading corner" in your child's room or any place that's quiet.
- Take your time, letting the story set the tone and pace.
- Follow the words with your fingers as you read, and give your child the job of turning the pages.
- As your child's reading skills improve, have him or her read the book to a younger sibling, a friend, or even a teddy bear.
- Be an enthusiastic audience and give lots of praise! Your words of encouragement play a crucial role in your child's confidence as a reader.

Armed with their wits and some great gadgets, the Spy Kids are ready for anything! Even if it's saving the world from destruction.

DIMENSION FILMS

TROUBLEMAKER STUDIOS

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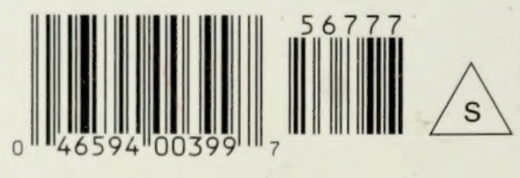
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